

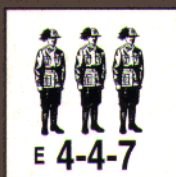
Ruweisat Ridge

The First Battle of Alamein: July 1 - 15, 1942

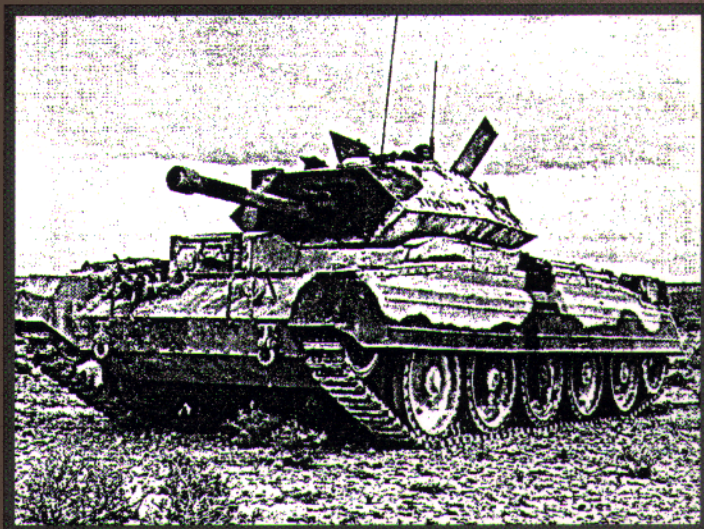


El Alamein will forever be remembered as Montgomery's great victory over Rommel that ended the threat to the Middle East posed by the Desert Fox and his vaunted Afrika Korps. Before 8th Army went over to the offensive, the final assault of German and Italian troops, flushed with victory after their great victory at Gazala, had to be stopped at a last line of defense drawn between the sea and the Quattara Depression. In the dark days of the British Empire in the Middle East, a climatic struggle took place along a little known ridge. In a matter of days, the Panzer strength of the Afrika Korps was expended on the battlefield of El Alamein.

Another Squads & Leaders compatible module from Critical Hit!



CRITICAL HIT



El Alamein

Alamein #1



[ELR: 3]
[SAN: 4]

88mm OBA



Elements of the 18th Indian Brigade set up in any level 2 or level 3 hexes:

 1 4-5-7	 2-2-8	 9-1	 8-1	 8-0	 7-0	 FP: 6 Rng: 14 ROF: 3 HMG	 FP: 4 Rng: 12 ROF: 2 MMG	 FP: 2 Rng: 7 ROF: 1 LMG	 1-12 ATR	 MA: 51* Rng: 2-11 ROF: 2 MTR	 Cnct: 8 Radio	 ? 7 morale
11	2							2				9

QOF s-pdr



MA: 57L
ROF: 3
MP: 10
AT

2

Sangar



1S or Gun

4

Trench



3

Foxhole



1S

3

Elements of the 1st Armoured Division enter along the east edge on turn three:

 8-1	 Grant(x) MP: 13 MA: 37LL* MG: 2/4 ROF: 1* B75 B11	 Valentine II MP: 10 MA: 40L MG: -/4 ROF: 1	 Crusader II MP: 15 MA: 40L MG: -/4 ROF: 2
2	3	2	3

Alamein #2

Recon elements of the 5th New Zealand Brigade enter between 4518-4527 *or* 3226-4426 as per SR #4:

 Stuart I(a) MP: 18 MA: '37LL ROF: 1 MG: 2/4/2	 Marmon-Herr. III ME MP: 26 MA: 'ATR MG: -2/4' ROF: 1	 Marmon-Herr. IIv MP: 26 MA: '20L (4) ROF: 2	 Marmon-Herr. IIv MP: 26 MA: '47 ROF: 2	 Humber II AC MP: 28 MA: 15 (4) MG: -4 ROF: 1 B11
3	4	2	2	3

{SAN: 0}

1. All RR CGSR are in effect. Night Rules are in effect. NVR is 4 with a Half Moon and Scattered Clouds. EC are dry with no wind at start.
2. All Italian units must set up in foxholes or sangars in *Platoon Strongpoints*. A Platoon Strongpoint is defined as ≥ 2 foxholes/sangars set up in adjacent hexes. Each Platoon Strongpoint may have an *out-post* consisting of one foxhole or sangar containing up to one squad/ equivalent and any SMC/SW within ≤ 2 hexes of it. No Platoon Strongpoint may be placed within four hexes of another Platoon Strongpoint. The Italians may deploy one squad per platoon (nine HS maximum.) All Wire must be set up adjacent to a foxhole.
3. Mines must be set up in three minefields, each consisting of five 2-AT mine hexes. Mines may be set up utilizing HIP. If they are set up as known minefields add two dummy mine hexes per five hex group that set up Known. Each mine group must be at least five hexes from another minefield.
4. New Zealand units may enter between 4518-4527 on turn one. Any units that choose to enter between 3226-4426 may enter on or after turn two.
5. Italian units suffer from Ammunition Shortage (A19.131).

BREAKING LAAGER

Alamein #3

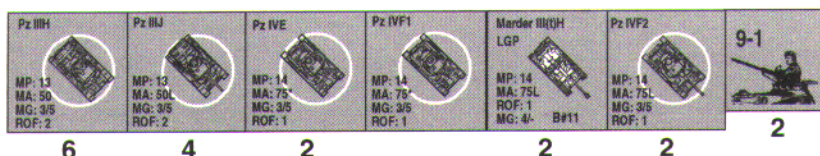
🎯 BRITISH Sets Up First

⚔️ GERMAN Moves First

1 2 3 4 5 6 7



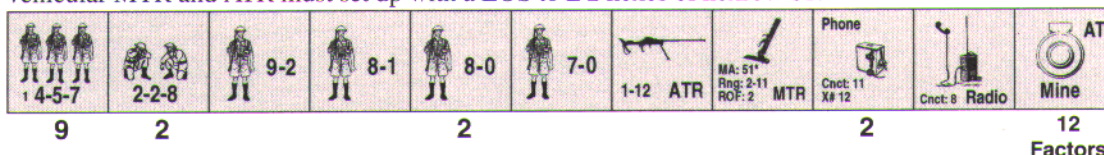
Elements of the 15th Panzer Division enter on/between 2327 and 4527 on/after turn one:



{SAN: 0}

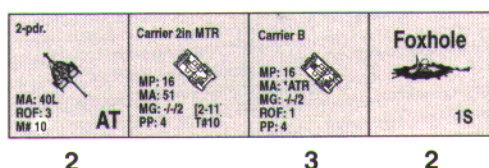


Elements of the 5th New Zealand Brigade set up on any level 2 or 3 hex on/west of hexrow 23. The AT-Guns all *non*-vehicular MTR and ATR must set up with a LOS to ≥ 2 hexes of hexrow 01:

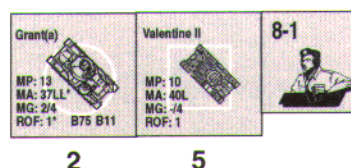


[ELR: 3]
{SAN: 3}

88mm OBA



Elements of the 22nd Armoured Brigade set up within three hexes of 2606 or 4105 after all German setup (see SR #4):



HANDICAPS:

- ⚔️ Replace one German 9-1 armor leader with a 9-2.
- 🎯 Eight of the German AFV exited must have functioning MA.
- 🗺️ Any mutually agreed upon alteration to either side's OB.

BOARD LAYOUT:

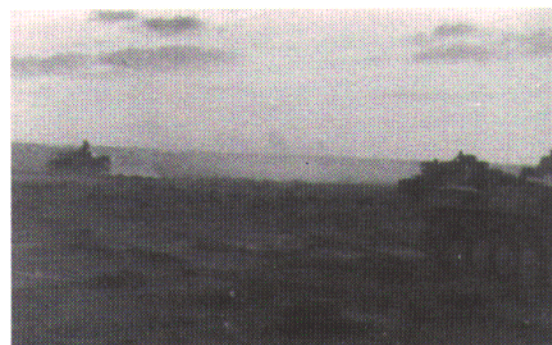


OBJECTIVES: The German must exit ≥ 9 Mobile AFV (of which ≥ 6 must have functioning MA) off the north *or* west edge *and* there may be no functioning radios/phones possessed by Good Order British leaders on level two or higher at the moment the last German AFV exits the playing area.

South of RUWEISAT RIDGE, EL ALAMEIN, 15 July 1942: The 8th Army envisaged the capture of the whole Ruweisat Ridge westwards to Point 63 during the New Zealand night attack planned for 14/15 July. This ambitious plan entailed a six mile approach for the left-most brigade of the New Zealand Division. Thus, success placed the 5th New Zealand Brigade out of range of artillery support after the *Kiwis* over-ran the positions of the Brescia Division. Although the attack swept right into Deir el Shein, where Italians threw up their hands in great numbers, enemy resistance held up the effort to bring up supporting arms. This placed 5th Brigade in grave danger. At daybreak, a *laager* of Panzers were heard firing up their engines. The ominous sound was the precursor to the approach of dusty, battle-weary German tanks. The Panzers broke laager and swept along the western end of the ridge and completely over-ran the supporting battalion. The 22nd Armoured Brigade, expected on the left flank, never appeared. The 4th New Zealand Brigade was then overrun in its turn and in a series of tank and infantry attacks during the afternoon, the Germans regained Point 63 for Rommel.

SPECIAL RULES:

1. All RR CGSR are in effect. EC are Moist (i.e., there is no Vehicle Dust). There is no wind at start. Early Morning Sun Blindness (F11.611) is in effect.
2. Any Allied unit may begin the scenario in a sangar. Guns are not Emplaced.
3. The British receive one module of 88mm OBA. Attempting Radio contact is a concealment loss activity.
4. OPT. HIST. SR: All AFV of the 22nd Armoured Brigade are subject to a special TC before they are capable of moving for the first time. The British player makes a secret reinforcement DR during the RPh of each friendly player turn. On a TC ≤ 5 , all AFV of the 22nd Armoured Brigade receive freedom of movement beginning with the MPh of the *next* British Player Turn (i.e., if the TC DR is made during the RPh of turn 3, the 22nd Armoured Brigade is free to move on turn four.) If any unit of the 22nd is fired upon *all* AFV are immediately free to move.



THE ITALIAN TURN

Alamein #4

🎯 BRITISH Sets Up First	1	2	3	4	5	6	7	8	9
🇮🇹 ITALIANS Moves First									



Elements of the Pavia Division enter along the north edge on/after turn one:

3-4-7	9-1	8-1	8-0	7-0	dm MTR 2PP 45mm Brixia	FP: 6 Rng: 12 ROF: 2 B#11 HMG	FP: 4 Rng: 10 ROF: 2 B#11 MMG	FP: 2 Rng: 1 ROF: 6 B#11 LMG	Fucile-cc 5 MA: 20L Rng: 1-12 ROF: 2 ATR
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[ELR: 2]

{SAN: 2}

M13/40 MP: 11 MA: 47 MG: 4/4 ROF: 1	AB 41 MP: 30 MA: 20L (4) MG: R2/2 ROF: 1 B11	M14/41 MP: 12 MA: 47 MG: 4/4 ROF: 1	Autocarri L MP: 20 PP: 21
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4

3

4

6

105mm OBA



Level 1



Elements of the 5th Indian Brigade set up on/within ≤ 3 hexes of any hill hex:

4-5-7	9-2	8-1	7-0	FP: 4 Rng: 12 ROF: 2 B#11 MMG	FP: 2 Rng: 7 ROF: 1 B#11 LMG	MA: 51 Rng: 2-11 ROF: 2 MTR	1-12 ATR	2-2-8	9-1
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12

2

2

2

2

[ELR: 3]

{SAN: 4}

Foxhole 1S	Sangar 1S or Gun	Carrier 3in MTR MP: 16 MA: AAMG MG: 4/2 ROF: 1 PP: 1*	Trench 4	Crusader I MP: 15 MA: 40L MG: 2/4 ROF: 2	QOF 6-pdr MA: 57L ROF: 3 M: 10 AT
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2

5

2

4

2

2

HANDICAPS:

🇮🇹 Change the Objectives to read, "≥ 14 Crag hexes."

🎯 Change the Objectives to read, "≥ 16 Crag hexes."

🔄 Any mutually agreed upon alteration to either side's OB.

BOARD LAYOUT:



OBJECTIVES: Italian player must Control all level 3 hexes of Point 63 or control ≥ 15 of the 33 level two and three Crag hexes at Game End.

SPECIAL RULES:

1. All RR CGSR are in effect. EC are Dry with Intense Heat Haze (F11.621) and a Moderate Breeze at Start.
2. The British receive Air Support as per E7.2 (EXC: Each aircraft has bombs on a subsequent dr of 4-6).
3. Italians receive one module of 105mm OBA (HE & Smoke). Prior to all set up, the Italians may record an offboard observer at level one of any north edge hex, i.e., this is an exception to CGSR #7.
4. No Guns are equipped. All Italian AFV have radios.

RUWEISAT RIDGE, EL ALAMEIN, 15 July 1942: After an Allied counterattack retook most of Ruweisat Ridge on 15 July, Rommel launched a series of armor and infantry counterattacks designed to retake this crucial piece of terrain. Orders issued to the Italian Pavia Division were simple: re-capture Point 63 and point 64, another feature on the ridge further to the east. It was high noon when the Italians stepped forward to take their turn at the ridge. The men of Pavia division launched their attack in conjunction with the German tank and infantry attack kicked off to the west. The Pavia troops met intense artillery fire and long range machine gun sniping as soon as they began moving forward. The assault soon began to lose its impetus, just as it reached the foot of the hill. When the last friendly AFV was knocked out, the foot-soldiers began to withdraw back across the desert, soon reaching their start positions. The men of the Pavia did their part in weakening the defenses of the British. The series of armored and infantry counter-attacks was successful and Point 63 was regained for Rommel.



ROMMEL'S SUNSET

Alamein #5

⊙ ALLIES Sets Up First

⊕ ⊞ AXIS Moves First

1

2

3

4

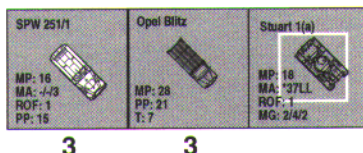
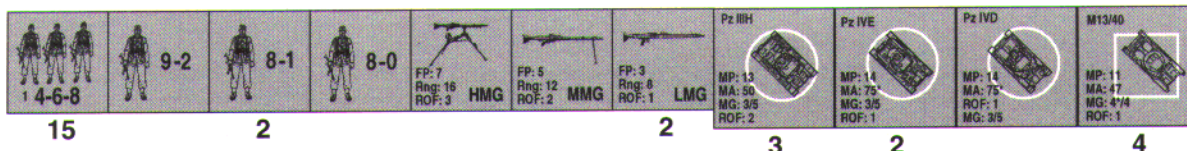
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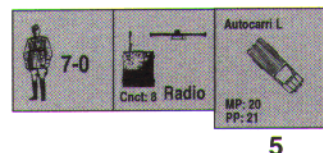
7



Elements of the 15th Panzer Division enter turn one on the west edge:



Elements of the Italian 30th Corps enter on turn one along the west edge:

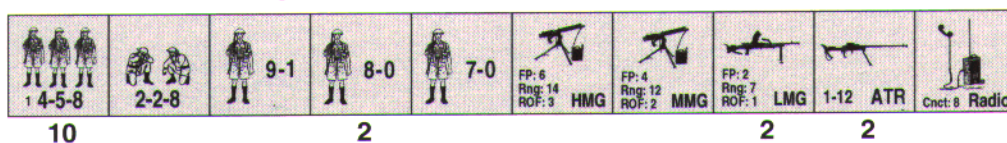


105mm OBA

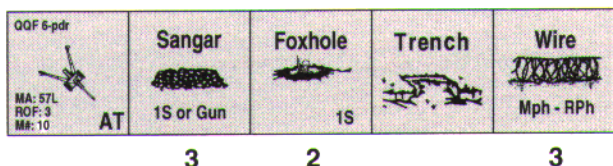


[ELR: 3]
{SAN: 2}

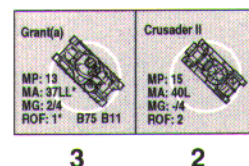
Elements of the 4th Brigade of the New Zealand Division set up on/within ≤ 3 hexes of any hill hex:



155mm OBA



Enter on turn three along the east edge on/south of SS18 or on/north of SS8 (i.e., not on/south and on/north):



[ELR: 3]
{SAN: 4}

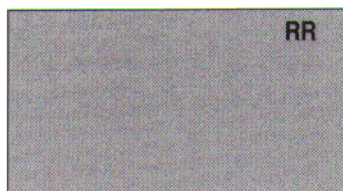
HANDICAPS:

⊕ ⊞ The Italian artillery is one module of 149mm OBA.

⊙ Add a 9-2 armor leader to the British turn three reinforcements.

⊕ ⊞ Any mutually agreed upon alteration to either side's OB.

BOARD LAYOUT:

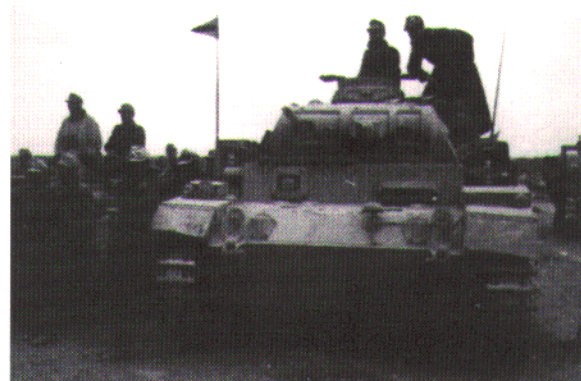


OBJECTIVES: The German player must control Point 63 at game end.

RUWEISAT RIDGE, EL ALAMEIN, 16 July 1942: After the swirling melee of 15 July, Rommel and the DAK made a determined effort to regain the lost ground on Ruweisat Ridge on the 16th. Gathering his remaining mobile armor, he sent them east-ward again. This attack met determined resistance. The concentrated fire of British corps artillery was brought to bear with devastating effect. Fire from 6-pounder anti-tank guns picked off one tank after another. Rommel was forced to call off the attack and withdraw, leaving behind 24 tanks, including a captured Stuart, six armored cars, six 88mm guns, ten other anti-tank guns and ten field guns. Rommel summed up the situation on July 17 as follows: 'On that day every last German reserve had to be thrown in. Our forces were now so small in comparison to the British that we were going to count ourselves lucky if we managed to go on holding our line at all. As a result of the immense casualties which the Italians had suffered our line was very thinly manned ... We had virtually no reserves.' The blows to the DAK during the fighting on July 15 had been telling. The failure of the last ditch effort on the 16th led Bayerlein to later acknowledge, 'When Rommel lost Tel el Eisa and Ruweisat, he and all of us knew we were lost.'

SPECIAL RULES:

1. All RR CGSR are in effect. EC are Dry and Late Afternoon Sun Blindness (F11.612) is in effect.
2. The Axis player receives one module of 105mm OBA (HE & S). This is an Italian module with Normal Ammo. The first Axis chit draw is automatically black.
3. The British player receives one module of 155mm OBA (HE only).
4. The British 6-pdr AT may set up emplaced in any terrain.
5. No truck or half-track may enter without Passengers. All unarmed vehicles are immediately subject to Recall once empty.



GUNNER HALM

Alamein #6

AXIS Sets Up First BRITISH Moves First	1	2	3	4	5	6	7	8
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[ELR: 1]
[SAN: 4]

Northern elements of Brescia Division set up on/north of hexrow 9 and according to SR 2:

3-4-6	7-0	FP: 4 Rng: 10 ROF: 2	FP: 2 Rng: 1 B#11	MA: 20L Rng: 1-12 ROF: 2	Facile-cc 5	AT Mine	1S	Mph - RPh
3						5 Factors	3	6

[ELR: 3]

Southern Elements of Brescia Division set up on/south of hexrow 16 and according to SR 2:

3-4-6	8-1	FP: 4 Rng: 10 ROF: 2	FP: 2 Rng: 1 B#11	MA: 20L Rng: 1-12 ROF: 2	Facile-cc 5	AT Mine	1S	
3						8 Factors	3	4

Elements of the 104th Panzer Grenadier Regiment set up within three hexes of Point 63; according to SR #3 & #4:

4-6-8	2-2-8	9-2	FP: 7 Rng: 16 ROF: 3	FP: 3 Rng: 8 ROF: 1	AT Mine	1-12	MA: 81* Rng: 2-60 ROF: 3 SA: s8	Mph - RPh	MA: 76L ROF: 2 M7	MP: 17 PP: 19 T: 4
3	2				12 Factors		2	8	6*	4

Halm's Battery set up anywhere

Elements of the 21st Armored Brigade enter on/after turn one along the east board edge:

MP: 18 MA: *37LL ROF: 1 MG: 2/4/2	MP: 15 MA: 40L MG: -J4 ROF: 2	MP: 15 MA: *76* MG: -J4 ROF: 1	MP: 13 MA: 37LL* MG: 2/4 ROF: 1* B75 B11
3	6	2	3

[SAN: 0]

HANDICAPS:

Halm's Battery may set up anywhere (i.e., *not* "within 3 hexes"...)

Halm's TH DRM is -1.

Any mutually agreed upon alteration to either side's OB.

BOARD LAYOUT:

OBJECTIVES: The British win immediately upon exiting five AFV off the west board edge.

Near RUWEISAT RIDGE, EL ALAMEIN, 20 July 1942: During the defensive fighting of 10 July, a new German formation appeared on the scene—the 164th Light Division. Its men were given little time to get their bearings in the desert environment after the unit was flown to Africa minus its vehicles. Its 382nd Grenadier Regiment was flung into the fray direct from their point of embarkation. It was one particular 164th soldier, gun-layer Günther Halm, that particularly carved a place for himself in military lore. As part of *Kampfgruppe* Hecker, Halm and his unit were responsible for halting a British break-through around the northern flank of the Panzer Armee. On the edge of a three-hundred-yard long wadi waited Halm and an anti-tank column of the 104th Panzer Grenadier Regiment, armed with Russian 7.2 cm. guns. While British artillery pounded the position all morning, the gun crews lay under cover. As the smoke lifted, a shout was heard, "they're coming!" A hundred and fifty yards away enemy armor crawled toward the gunners' positions. A new shout soon went up. "Direct hit!" The wrecks piled up and soon nine British tanks were burning from Halm's gun alone. Others were knocked out by Halm's battery-mate and the British tank attack broke down. Günther Halm received his Knight's Cross from Rommel and was promoted to corporal for his part in the action.

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1st Alamein - Ruweisat Ridge CG & Firefight Special Rules

CGSR denoted by a "●" symbol in the left-most column (or within the body of the text in some cases) apply to "1st Alamein - Ruweisat Ridge" Platoon Leader CG *only*. Otherwise, all special rules below (i.e., 1-17) apply to all firefights and campaigns taking place on the RR map.

1. Terrain is desert (Chapter F). Crag is considered a Strategic Location. Deirs (F4, EX: OO17), Sand (F7, EX: S2), Sand Dunes (F7.5 they are all Low Dunes, EX: BB2/BB3) are in effect as written, except F7.31 Bog checks by vehicles are only made by vehicles entering Sand hexes (not adjacent hexes).
2. All seven level 3 hexes on Ruweisat Ridge (T12, T13, U12, U13, V12, V13, and W13) are considered Point 63. The six such non-crag hexes (i.e. all but U12) each contain a Trench counter at the start of all firefights and CGs. Any trenches given in an OB are in addition to these. Small target-sized guns may be moved between connecting trenches on Ruweisat Ridge (i.e., only those seven listed) by passing an M# check. The CA of the gun must include one of the hexsides moved through (i.e., similar to VCA changes) and additional CA change for a gun moved in this manner is conducted normally (i.e., during the PFPh, etc.)
3. Desert VP (F.3) is in effect for all Ruweisat Ridge firefights and CGs.
4. Unless EC specifically exclude it, Vehicle dust is in effect for all RR firefights and CG firefights.
- 5. A nationality can never buy more sangars/ foxholes than it has MMC available for on map setup.
6. All unarmed vehicles are immediately Recalled once empty or once their MA is removed [EXC: Portees or if playing a CG (CG1.3)].
7. Offboard observers have a level one LOS. The Axis side offboard observers are on the west side of the board; the Allied on the east [EXC: SS10 to SS14 are NA].
- 8. All vehicles are recalled at the end of each firefight, with three exceptions:
 - At the start of each firefight, each side may designate any one half-track/carrier platoon to be kept onboard for use in the next firefight
 - At the start of each firefight, each side may designate any one AFV platoon to be kept onboard for use in the next firefight. This platoon may only be kept on board by the side that wins the scenario – the other side's is recalled.
 - Any AA/AT Gun may keep its towing vehicle on board (including Portees). The vehicle must always stay within one hex of the Gun that was towed/carried.
9. Bore sighting is NA.
- 10. Reserves are NA.
- 11. A side may only purchase a maximum of two units per firefight for on board setup. They may only be infantry and/or mortar units (i.e. "I" units and mortar-type "G" units).
12. Inherent Crew Survival is NA. For VP purposes, a destroyed vehicle gives one DVP; two DVP if a burning wreck. Treat Carrier HS as crew for this rule.
- 13. Guns may only set up Emplaced if: in Sand, Scrub, Deir, Open Ground and on map for the Initial Scenario of a RR CG. Once lost, Emplacement can only be regained in Sand, Scrub or Deir.
- 14. The Allied side can receive a bonus of +8 CVP for any two daylight scenarios (for a total bonus of +16).
15. Crag locations are considered eligible HIP terrain for an SMC possessing a radio.
- 16. For the Initial Firefight, the following night rule exceptions apply:
 - Straying is NA.
 - The extra +1 MP for towing at night is NA for open ground.
- 17. A side may have a maximum of two OBA modules available per firefight. Substitution of a field phone for a radio is NA. Any OBA module can be voluntarily removed from a side's OB during the refit phase if it has never placed an FFE.

Optional Campaign Game:

For those players who find the initial night scenario too daunting, this option begins at dawn and has only daylight scenarios. Once this firefight is completed, continue with firefights 3 and 4 from the regular campaign game. Note that CGSR #14 only provides a single +8 when this option is used. All other listed information (i.e., CG Objectives, etc.) remain unchanged.

CG Firefight 2 Setup – 0600 15/7/42

Firefight: Allied attack, Axis idle

Italian: Elements of the Brescia and Pavia Divisions [SAN:5] [ELR:2]
Set up on/west of hexrow DD:

Inf Platoon - I1 x 2, I2 x 1

HW platoon – I4 x 1

AT Gun Sect - G2 x 1 (may set up Emplaced)

12 CPP

Foxholes x 6

Place a Known minefield of AP6/AT2 from 2293 to 2226.

German: Elements of the 21st Panzer Division [ELR:4] Enter West edge on Turn 3 or Later:

DAK Kampfstaffel I4 x 1

PzKpfw IIIH A1 x 1

12 CPP



Allies: Elements of the 5th NZ Division [SAN:3] [ELR:4] Set up on/east of hexrow EE:

Infantry Platoons I1 x2

Sapper I3 x 1

HW Platoon I4 x 1

AT Gun Section G1 x 1

Recon Platoon A1 x 1

32 CP



Ruweisat Ridge

Ruweisat Ridge

RUWEISAT RIDGE, EL ALAMEIN, 14 July - 15 July 1942: After his stunning victory at Gazala, Rommel pressed ever eastward, threatening Alexandria, Cairo and ultimately, the Suez Canal. These were heady days for the men of the Afrika Korps and despite real manpower and material shortages, it seemed victory was in the grasp and could be accomplished through improvisation and dint of will-power. The same tactics were used as Rommel's panzers swung around the desert flank: Tobruk fell, then came Mersa Matruh. Before the Germans reached El Alamein the sense of unease in the Allied camp had changed to panic. But Auchinleck had chosen to make his stand at El Alamein. It was probably the position anchored on the Quattara Depression that saved Egypt for the Allies. The three terrain features which dominated the new line at El Alamein were, from north to south, Tel el Eisa, Dier el Shein and Ruweisat Ridge. It was at the latter, dominated by two heights, or points, that a tremendous battle broke out. The western-most height, Point 63, was contested from early July through Rommel's final push to seize Ruweisat Ridge on July 16. Rommel's Afrika Korps expended its remaining strength during a series of running engagements against British, Australian, Indian and New Zealander soldiers with the outcome decided after the losses of July 16 forced Rommel to call off the offensive and withdraw, leaving behind 24 tanks, including a captured Stuart, six armored cars, six 88mm guns, ten other anti-tank guns and ten field guns. Rommel summed up the situation on July 17 as follows: 'On that day every last German reserve had to be thrown in. Our forces were now so small in comparison to the British that we were going to count ourselves lucky if we managed to go on holding our line at all. As a result of the immense casualties which the Italians had suffered our line was very thinly manned ... We had virtually no reserves.' The blows to the DAK during the fighting on July 15 had been telling. The failure of the last ditch effort on the 16th led Bayerlein to later acknowledge, 'When Rommel lost Tel el Eisa and Ruweisat, he and all of us knew we were lost.'



IDLE Side Sets Up First; ATTACKING Side Moves First

Initial Firefight: British Attack, Axis Idle.

TERRAIN CONFIGURATION:

The entire RR map is in play.

TERRAIN VICTORY POINTS (TVP):

There are no TVP in this campaign.

CG Objectives: The Allied side must control all level three hexes (Pt.63) at the end of the final CG firefight.

1st Alamein CG : 2200 14/7/42 (Initial Firefight) to 1700 15/7/42 (4 CG Firefights).

Initial Firefight Objectives: The Allied side must control at firefight end >eight level two crag hexes west of hexrow MM *or* any two level 3 (Pt. 63) hexes.

Firefight 2 Objectives: The Allied side must control a majority of the level three (Pt. 63) hexes at firefight end.

Firefight 3 Objectives: The Allied side must control a majority of the level three (Pt. 63) hexes at firefight end.

Campaign Balance:

Axis: Add +4 CP to the RePh total following each firefight the Germans lose.

Allies: Add +4 CP to the RePh total following each firefight the British lose.

1	2	3	4	5	6 ^①	7 ^③	8 ^⑤	9 ^⑥
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Friendly Board Edges (FBE):

⦚ Axis FBE is the west edge.

⦿ Allied FBE is the east edge.

INITIAL ALLIED OB: [ELR: 3] {SAN: 3}

Elements of the 5th NZ Division enter on/between SS22 and W27:

RGs: 3 x I1 Infantry Platoon

RGs: 1 x A1 Recon Platoon

RGs: 1 x A9 AC Platoon

RGs: 1 x G1 AT-Gun Section

12 CP



INITIAL ITALIAN OB: [ELR: 2] {SAN: 4}

Elements of the Brescia and Pavia Divisions set up within 15 hexes of any level 3 hex (Point 63):

RGs: 3 x I1 Infantry Platoon

RGs: 1 x G2 AT-Gun Section

12 CP

120 FP

*Place a known minefield consisting of AP6/AT2 per hex running from V26 to CC23.



INITIAL GERMAN OB: [ELR: 4] {SAN: see Italian OB}

Elements of the 21st Panzer Division enter along the west edge on turn three or later during the Initial Firefight:

RGs: 1 x I4 DAK Kampfstaffel

6 CP



FORTIFICATIONS AVAILABLE FOR PURCHASE:

Sangars	2
Foxholes ¹	6/4/2 ¹
Trenches ¹	10
"?"	1
HIP	6/3/2/1/1 ²
Wire	12/24 ³
AP Mines	2/factor
AT Mines	5/factor
Known Mines	AP cost 5/12/17 (for 6/8/12 respectively)
Known Mines	AT cost 4/7/11/14/18 (for 1AT through 5AT respectively)

Notes:

1 Initial firefight only.

1 For 3-, 2- and 1-squad capacity, respectively.

2 For squad, half-squad, etc.

3 Allied/Axis cost

CG DRM:

	German	Italian	Allies
Leader	-1	+1	-1
Battle Hardening	0	0	+1
OBA ammo level	0	+1	-1
CPP Replenishment	0	+1	0
Intensity Level	Low	Low	High (CG7)

*Axis uses a separate DR for the Germans and Italians each CG Refit Phase.

CG Firefight*	Time	Date	Weather	EC	Wind	Night	Clouds	Moon	Hist. DRM
1 (IF)	2200	14/7/42	Clear	Moist	None	NVR 4	Scattered Clouds	Half-Moon	0
2	0600	15/7/42	Clear	Dry	None	NA	NA	NA	0
3	1100	15/7/42	Clear	Very Dry	None	NA	NA	NA	0
4	1700	15/7/42	Clear	Very Dry	None	NA	NA	NA	-1

CONSOLIDATED ALLIED AND AXIS CG CARD NOTES:

- Available for on-map setup during the CG firefight it was purchased for (i.e., without 3.92 costs).
- The Italian I2 Infantry Platoon receives a +1 DRM when determining Leaders (3.11).
- Each Italian/German HMG/MMG/ATR/Lt. Mtr. is accompanied by a 2-4-7 HS. Each British HMG/MMG/ATR/Lt. Mtr. is accompanied by a 2-4-8 HS. Each 20L ATR/MTR/Gun is accompanied by an Italian 2-2-7/German-British 2-2-8 crew.
- Roll for depletion using the Depletion Table.
- All I3 RGs are Sappers (H1.23) and Assault Engineers (H1.22). Sapper RGs (I3) receive a -1 DRM when determining Leaders (3.11).
- Add 2 x SdKfz 11 to RGs G1 and 2 x SdKfz 7 to RGs G2.
- Determine Leaders as per 3.11 (note Leader Limits, 3.111).
- See CGSR 7 for the placement of Offboard Observers.
- Up to two Pre-Registered hexes may be purchased per module. Overall Pre-Reg. purchases are still subject to CG Firefight purchase limits.
- Add 2 x Autocarro L trucks to G2 and G4; add 3 x Autocarro M trucks to G3.
- The DAK Kampfstaffel cannot be purchased. It consists of 5 x 4-6-8 + HMG + 2 x MMG + 9-2 + 9-1 x 2 + SPW 251/1 x 5.
- Determine SW allotted by a dr on the applicable SW Table for that nationality.
- Uses PATROLS rules (available in PL 2.11 and later). The Italians add an *additional* +1 Patrol Detection and Return DRM (3.184) (i.e., cumulative with any other applicable Patrol Detection and Return DRM).
- This AFV qualifies as an Observation Post (OP) AFV as per H1.46-.465. Ignore the Chapter H notes (1.46) regarding BPV expenditures.
- The M2 Sniper and M3 Attack Option may only be purchased once per CG Firefight and apply to the entire Axis side.

Table A2 German PzKpfw Mk III (Make 3 x dr per platoon purchased)	
dr 1-3	IIIH
dr 4-5	IIIJ
dr 6	IIIL

Table A3 German PzKpfw Mk IV (Make 3 x dr per platoon purchased)	
dr 1-2	IVD
dr 3-4	IVE
dr 5-6	IVF1

Depletion Table	
dr ≤ 11	Receive # of units listed on CG Card
dr ≥ 12	Receive one fewer than listed
DRM:	
+1 Crusader RGs	
+1 M13/40 and M14/41 RGs	
*Use Random selection for which vehicle, but armor leaders are <i>never</i> lost	

GERMAN SW TABLE: Make a dr for the listed RGs			
I1 (Allot 1 x LMG + results of dr)		I2 (Allot 1 x LMG + DC + results of dr)	
dr 1	LMG	dr 1-4	No addl. SW
dr 2-4	ATR	dr 5	ATR
dr 5-6	50mm Lt. Mtr.	dr 6	50mm Lt. Mtr.

Table A4 German AC (Make 1 x dr per platoon purchased)	
dr 1-3	4 x PSW 222
dr 4-6	2 x PSW231(8), 2 x PSW232(8)

Table A8 Allied Carrier (Make one dr per platoon purchased)	
dr 1-2	5 x Carrier A
dr 3-4	3 x Carrier A, 2 x Carrier B
dr 5-6	3 x Carrier A, 2 x Carrier C

Table A6 Captured British AFV (Make 3 x dr per platoon purchased*)	
dr 1	Grant (a)
dr 2	Crusader I
dr 3	Valentine II
dr 4	Honey (a)
dr 5	Crusader II
dr 6	A13 Mk1
dr 7	Humber II AC
* Italian adds a +1 DRM	

Table A5 German Truck (Make a 3 dr's per Truck platoon purchased)	
dr 1	SdKfz 11
dr 2	Opel 6700
dr 3	15-cwt Truck (British)
dr 4-5	30-cwt Lorry (British)
dr 6	3-Ton Lorry (British)

Table A7 Allied Armored Car (Make one dr per platoon purchased)	
dr 1-3	3 x Humber II
dr 4-6	2 x M-H III ME, 1 x M-H IIv

BRITISH SW TABLE: Make a dr for the listed RGs			
I1 (Allot 1 x LMG + results of dr)		I2 (Allot 1 x LMG + DC + results of dr)	
dr 1-2	51mm Lt. Mtr.	dr 1-3	No Addl. SW
dr 3	LMG	dr 4	51mm Lt. Mtr.
dr 4-6	ATR	dr 5-6	ATR
		I3 (Allot 1 x DC + results of dr)	
		dr 1-3	No Addl. SW
		dr 4-6	DC

Table A9 Allied Mortar Carrier (Make a 2 dr's per Truck platoon purchased)	
dr 1-4	2 inch Carrier
dr 5-6	3 inch Carrier

ITALIAN SW TABLE: Make a dr for the listed RGs			
I1		I2	
dr 1	No SW	dr 1	45mm Lt. Mtr.
dr 2	45mm Lt. Mtr.	dr 2	20mm ATR
dr 3	20mm ATR	dr 3	LMG + Standard ATR
dr 4	LMG + Standard ATR	dr 4-6	LMG
dr 5-6	LMG	I3	no dr LMG + DC

Notes & Tables

Ruweisat Ridge

ID	Unit Description and Composition	Type	CP Cost	Maximum Scen	CG	Notes
S1	Allied Air Support	E7.21w/Bomb	6	1	3	
I1	NZ Infantry Platoon	3 x 4-5-8 MMC	5	4	10	Is
I2	Indian Infantry Platoon	3 x 4-5-7	4	3	6	Is
I3	Sapper Platoon	3 x 4-5-8 MMC	7	1	3	els
I4	Weapons Platoon	HMG + MMG + 50mm Lt Mtr.	4	1	4	c
G1	Anti-Tank gun Section	2 x OQF 2 Pdr	4	2	6	En portee Note 77
G2	Anti-Tank gun Section	2 x OQF 6 Pdr	7	1	2	En portee Note 77
G3	Mortar Platoon	2 x OML 3in Mtr	4	1	2	
A1	Recon Platoon	3 x Stuart I(a)	6	2	3	dl
A2	Crusader I Platoon	3 x Crusader I	6	1	2	dl
A3	Crusader II Platoon	3 x Crusader II	7	2	6	dl
A4	Grant Platoon	3 x Grant (a)	9	1	3	dl
A5	Matilda II Platoon	3 x Matilda II	8	1	1	dl
A6	Valentine II Platoon	3 x Valentine II	7	2	3	dl
A7	Crusader II CS Platoon	2 x Crusader II CS	7	1	2	l
A8	Crusader III Platoon	3 x Crusader III	8	1	1	dl
A9	AC Platoon	3 x *dr on Table A7	5	2	6	dl
A10	Carrier Platoon	5 x *dr on Table A8	3	2	4	d
A11	Mortar Carriers	Use Table A9	5	2	4	
A12	Light Truck Platoon	3 x 15-cwt Truck	2	2	9	d
A13	Medium Truck Platoon	3 x 30-cwt Lorry	3	2	5	d
A14	Heavy Truck Platoon	3 x 3-Ton Lorry	4	2	3	d
O1	Battalion Mortar	81mm mortar OBA	2	2	7	aop
O2	Regt. Arty	105mm OBA	3	1	4	aop
O3	Corps Arty	155mm OBA	6	1	2	aop
O4	Offboard observer		1	1	2	a
O5	Spotter plane		2	1	2	a
O6	OP AFV	1 x Carrier A	1	1	2	aw
M1	Fortifications	12 FP	1	7	23	
M2	Sniper	+1 to SAN	1	2	6	
M3	Attack Chit		1	1	3	
M4	Patrol		1	1	4	t



ID	Unit	Description and Composition	Type	CP Cost	Maximum Scen	CG	Notes
S1	German Air Support		E7.21 FB w/Bomb	7	1	2	a
I1	Infantry Platoon		4 x 468 MMC	5	3	6	ls
I2	Weapons Platoon		HMG - MMG - 50Lt. Mtr.	5	1	4	c
I3	Sapper Platoon		3 x 548 MMC	7	1	2	els
I4	DAK Kampfstaffel		5 x 4-6-8 + SW + SPW*	-	-	-	cr
G1	Anti-Tank gun Section		2 x 7.62 PAK 36r	6	2	4	cf
G2	Anti-Tank gun Section		2 x 8.8cm FLAK 36	8	1	2	c
A1	Pz Kpfw IIF Platoon		3 x Pz Kpfw IIF	4	2	2	dl
A2	Pz Kpfw III Platoon		*3 x dr on A2 table	7	4	5	dl
A3	Pz Kpfw IV Platoon		*3 x dr on A3 table	8	2	3	dl
A4	Pz Kpfw IVF2		3 x Pz Kpfw IVF2	9	1	1	dl
A5	Recon Platoon		3 x *dr on A4 table	5	1	1	dl
A6	Spw 251/1 Platoon		4 x SPW 251/1	3	2	4	d
A7	Truck Platoon		4 x * dr on A5 Table	2	4	5	d
A8	Captured AFV Platoon		3 x *dr on A6 Table	6	2	2	dl
A9	SP AT Platoon		2 x Marder III (t) H	5	1	1	
O1	Battalion Mortar		81mm mortar OBA	3	2	3	aop
O2	Regimental Arty.		105mm OBA	5	1	2	aop
O3	Corps. Arty.		155mm OBA	7	1	1	aop
O4	Offboard Observer			2	1	2	a
O5	OP AFV		1 x PzIIIJ OP	4	1	2	aw
M1	Fortifications		10 FP	1	4	10	
M2	Attack Option			1	1	2	z
M3	Sniper		+1 to SAN	1	1	2	z
M4	Patrol			1	1	4	t

Ruweisat Ridge





Elements of the Brescia Division

Italian CG Card

ID	Unit Description and Composition	Type	CP Cost	Maximum Scen CG	Notes	
I1	Infantry Platoon	4 x 3-4-6	3	3	10	bcls
I2	Bersaglieri Platoon	3 x 3-4-7	4	2	6	cls
I3	Sapper Platoon	3 x 4-4-7	6	1	1	cels
I4	Heavy Weapons Platoon	HMG - MMG - 20LATR	5	1	2	c
G1	Mortar Platoon	2 x Mortario 81/14	5	1	2	c
G2	Anti Tank Gun Sect.	2 x Canone 47/32	5	1	2	q
G3	Art Section	3 x Canone 75/27	6	1	1	dq
G4	AA Section	2 x Can. 20/65	5	1	3	q
A1	Tank Platoon	3 x M13/40	7	2	2	dl
A2	Tank Platoon	3 x M14/41	8	2	4	dl
A3	Assault Gun	2 x SMV M41 75/18	5	1	3	
A4	Captured AFV Platoon	3 x *dr on Table A6	8	1	2	dl
A5	Recon Platoon	3 x AB41 AC	5	1	2	dl
O1	Battalion Mortar	81mm mortar OBA	3	2	4	aop
O2	Regt. Arty	105mm OBA	4	1	2	aop
O3	Offboard Observer		2	1	2	ao
O4	Pre-Reg		1	2	4	ap
M1	Fortifications	10 FP	1	3	11	
M2	Sniper	+1 to SAN	1	2	4	z
M3	Attack Option		1	1	1	z
M4	Patrol		1	1	3	t

Ruweisat Ridge



Control
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